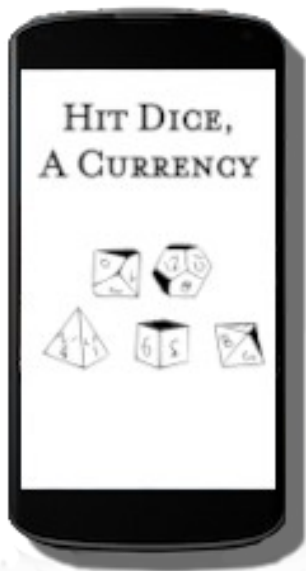
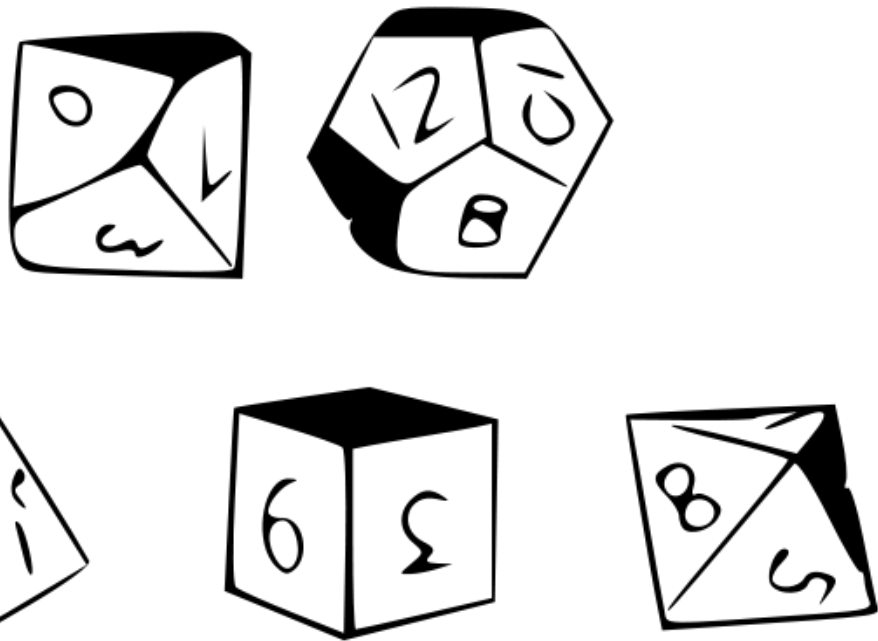


# HIT DICE, A CURRENCY

## VARIANT HIT DICE RULES



v1.1

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# HIT DICE, A CURRENCY

Hit Dice – they’re just a little boring. The following rules provide some additional fifth edition character options to make Hit Dice a more important part of the game. This ruleset can be used in whole, in part, or modified as the DM sees fit.

## RAW RULES

Before getting into homebrew rules, a review of official optional rules is helpful. The following optional Hit Dice related rules are from chapter 9 of the *Dungeon Master’s Guide*.

## HEALING

### HEALER’S KIT DEPENDENCY

A character can’t spend any Hit Dice after finishing a short rest until someone expends one use of a healer’s kit to bandage and treat the character’s wounds.

### HEALING SURGES

This optional rule allows characters to heal up in the thick of combat and works well for parties that feature few or no characters with healing magic, or for campaigns in which magical healing is rare.

As an action, a character can use a healing surge and spend up to half his or her Hit Dice. For each Hit Die spent in this way, the player rolls the die and adds the character’s Constitution modifier. The character regains hit points equal to the total. The player can decide to spend an additional Hit Die after each roll.

A character who uses a healing surge can’t do so again until he or she finishes a short or long rest.

Under this optional rule, a character regains all spent Hit Dice at the end of a long rest. With a short rest, a character regains Hit Dice equal to his or her level divided by four (minimum of one die).

For a more superheroic feel, you can let a character use a healing surge as a bonus action, rather than as an action.

### SLOW NATURAL HEALING

Characters don’t regain hit points at the end of a long rest. Instead, a character can spend Hit Dice to heal at the end of a long rest, just as with a short rest.

## REST VARIANTS

### GRITTY REALISM

This variant uses a short rest of 8 hours and a long rest of 7 days. This puts the brakes on the campaign, requiring the players to carefully judge the benefits and drawbacks of combat. Characters can’t afford to engage in too many battles in a row, and all adventuring requires careful planning.

This approach encourages the characters to spend time out of the dungeon. It’s a good option for campaigns that emphasize intrigue, politics, and interactions among other NPCs, and in which combat is rare or something to be avoided rather than rushed into.

## SPELLS

*Strixhaven: A Curriculum of Chaos* included one spell that interacts with Hit Dice.

### WITHER AND BLOOM

ARCANE

2nd-Level Necromancy *🌀*

PRIMAL

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a withered vine twisted into a loop)

**Duration:** Instantaneous

You invoke both death and life upon a 10-foot-radius sphere centered on a point within range. Each creature of your choice in that area must make a Constitution saving throw, taking 2d6 necrotic damage on a failed save, or half as much damage on a successful one. Nonmagical vegetation in that area withers.

In addition, one creature of your choice in that area can spend and roll one of its unspent Hit Dice and regain a number of hit points equal to the roll plus your spellcasting ability modifier.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot above 2nd, and the number of Hit Dice that can be spent and added to the healing roll increases by one for each slot above 2nd.

# MAGIC ITEMS

*Bigby Presents: Glory of the Giants* included a few magic items that interact with Hit Dice.

## Bloodshed Blade

*Sword, very rare (requires attunement)*

The hilt of this sword bears a carnelian engraved with the blood rune.

You can add your Constitution modifier (minimum of +1) to the damage rolls of attacks made with this weapon.

**Invoking the Rune.** When you target a creature with an attack using this weapon, you can invoke the sword's rune, causing it to flare with crimson light and infusing your attack with bloodthirsty precision. You then spend and roll one of your unspent Hit Dice and add the number rolled to the attack roll. You can choose to invoke the rune after rolling the d20.

If this attack hits, you can also spend and roll any number of your unspent Hit Dice and add the total rolled to the weapon's damage.

Once the rune has been invoked, it can't be invoked again until the next dawn.

## Delver's Claws

*Wondrous Item, rare (requires attunement)*

The back of this weatherworn leather glove is adorned with three large metal hooks shaped like a mole's claws. Stitched into the glove's palm is the mountain rune.

The glove is considered a simple melee weapon with the finesse and light properties, and it deals 1d4 slashing damage on a hit. While attuned to the glove, you gain a burrowing speed equal to your walking speed and blindsight to 15 feet.

**Invoking the Rune.** As an action, you can invoke the glove's rune to bolster yourself with the sturdiness of the earth. Spend and roll a number of your unspent Hit Dice up to a maximum equal to your proficiency bonus. You then regain a number of hit points equal to the total role plus your constitution modified.

Once the rube has been invoked, it can't be invoked again until the next Dawn.

## Longbow of the Healing Hearth

*Weapon (longbow), legendary (requires attunement)*

This ivory longbow is inscribed with a prayer to the god Hiatea, the runes of which are entwined with gilded engravings of wheat stalks and deer antlers.

You gain a +3 bonus to attack and damage rolls made with this weapon. If you load no ammunition in the weapon, it produces its own, automatically creating one magic arrow when you pull back the string. The arrow created by the bow vanishes the instant after it hits or misses a target.

The bow has 8 charges for the following properties, which you can use while wielding the bow. The bow regains 1d4 + 1 charges daily at dawn.

**Curative Arrow.** When you take the Attack action using the bow, you can expend 1 charge to replace one of your attacks with a blazing arrow of curative magic, which automatically hits one creature you can see within 150 feet of you. The target can then immediately spend and roll one of its unspent Hit Dice and regain a number of hit points equal to the roll plus your Wisdom modifier (minimum of +1).

If the target has no unspent Hit Dice remaining, nothing happens. You can use a curative arrow only once per turn.

**Spellcasting.** While holding the bow, you can use an action to expend 1 or more of its charges to cast one of the following spells from it (save DC 18): create food and water (1 charge), warding bond (2 charges), guardian of faith (3 charges).



# VARIANT RULES

The general idea of the following additional Hit Dice rules is for the character to 'dig deep'; whether that's over-exertion, a gut check that went a little too deep, or just temporarily sacrificing a bit of oneself for a short-term success. The rules are meant to add a deeper dynamic to Hit Dice and give characters some clutch options that still have a discernible cost.

## HIT DICE

For the following options that involve spending a Hit Die for an additional die roll, a character must choose to spend the Hit Die at the time of the initial roll, unless otherwise noted.

**Ability Check.** A character can spend one Hit Die to gain advantage on one Strength based ability check.

**Exhaustion.** A character can spend one or more Hit Dice. For each Hit Die spent in this way, the character temporarily removes one level of exhaustion for one round.

**Martial Combat.** A character can spend two Hit Dice to alter an attack in one of the following ways:

- \* **Distant Throw.** When you throw a weapon with the Thrown property, you can extend the range of the weapon by 30 feet plus 10 times your Strength modifier.
- \* **Empowered Attack.** When you roll damage for a melee attack, you can reroll a damage dice. You must use the new roll.

**Mind Magic.** A character can spend two Hit Dice to alter a spell in one of the following ways.

- \* **Careful Spell.** When you cast a spell that forces other creatures to make a saving throw, you can protect one creature from the spell's full force. A chosen creature automatically succeeds on its saving throw against the spell.
- \* **Distant Spell.** When you cast a spell that has a range of 5 feet or greater, you can double the range of the spell.
- \* **Empowered Spell.** When you roll damage for a spell, you can reroll a damage dice. You must use the new rolls.
- \* **Extended Spell.** When you cast a spell that has a duration of 1 minute or longer, you can double its duration, to a maximum duration of 24 hours.
- \* **Heightened Spell.** When you cast a spell that forces a creature to make a saving throw to resist its effects, you can give one target of the spell disadvantage on its first saving throw made against the spell.

**Regain Hit Points.** A character can spend one or more Hit Dice at the end of a short rest, up to the character's maximum number of available Hit Dice, which is equal to the character's level. For each Hit Die spent in this way, the player rolls the die and adds the character's Constitution modifier to it. The character regains hit points equal to the total (minimum of 0). The player can decide to spend an additional Hit Die after each roll.

**Saving Throw.** A character can spend two Hit Dice to gain advantage on a Constitution, Strength, or Death saving throw.

The Mind Magic and Martial Combat options are similar to the meta magic options for sorcerers as well as the *mind crystal* magic items.

